CAPCOM

CAPCOM U.S.A., Inc.
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, California 94086

Game Counselors Available
8:00AM to 5:00 PM (PST)
408.774.0400

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SATURDAY NIGHT SLAMMASTERS™

SNS-ZW-USA

INSTRUCTIONAL MANUAL

CAPCOM

SUPER NINTENDO ENTERTAINMENT SYSTEM

A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting SATURDAY NIGHT SLAM MASTERS, the latest addition to CAPCOM's Arcade Series. Following such hits as STREET FIGHTER II Turbo and FINAL FIGHT 2, CAPCOM continues the tradition of action-packed games for the Super Nintendo Entertainment System.
SATURDAY NIGHT SLAM MASTERS features 24 Megs of state-of-the-art high resolution graphics, animation and stereo sound. We at CAPCOM are proud to bring you this thrilling new addition to your video game library.

Joseph Morici

Joe Morici
Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

CAPCOM

CAPCOM U.S.A., Inc.
475 Oakmead Parkway
Sunnyvale, California
94086

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GETTING STARTED

ONE Set up your Super Nintendo Entertainment System and plug in a controller. For a two-player game, plug in a second controller. For a multi-player game, you must use a multi-player adaptor. See "TEAM BATTLE ROYAL" for more on multi-player games.

TWO Insert your **SATURDAY NIGHT SLAM MASTERS** game pak into your Super Nintendo Entertainment System and turn the power on. The title screen will appear after the CAPCOM logo.

THREE A demonstration game will begin if you do not select any options. This will give you an idea of how the game is played. To return to the title screen, press the START button. NOTE: In order to recreate the feel and animation of the arcade version, the black strips at the top and bottom of the screen are normal.

FOUR When the title screen appears, you will have two options: GAME START and OPTION MODE. Move the cursor to the option you wish to select and press the START button. For an explanation of the OPTION MODE, see the next section. To start the game, move the cursor to GAME START and press the START button.

GETTING STARTED, CONT.

FIVE The GAME MODE SELECT screen will appear with two options: SINGLE MATCH and TEAM BATTLE ROYAL. For an explanation of these two modes of play see their respective sections in this manual. To play a game, choose which type of game you want to play and press the START button.

SIX To end the game at any time, simply turn off the power on your Super Nintendo Entertainment System and remove the game pak. Make sure to replace the plastic cover on your **SATURDAY NIGHT SLAM MASTERS** game pak.

OPTION MODE

The Option Mode allows you to change some basic features in the game. From the title screen, move the cursor to OPTION MODE and press START. Press the control pad Up or Down to highlight the option you want to adjust.

DIFFICULTY The default difficulty level is set at 4 stars, but you may adjust the number by pressing Left or Right on the control pad. The more stars that appear means a more difficult game. The hardest game has 8 stars, while the easiest has 1 star.

TIME LIMIT You can choose to have a time limit of 3 minutes for your matches or no time limit at all. Press Left or Right on the control pad to choose YES for a time limit or NO for no time limit.

CONFIGURATION There are default settings for the three button functions for this game but you may change the functions of

OPTION MODE, CONT.

the buttons in any manner you choose. You will see the functions for four players since this is the maximum number of players you can have in SATURDAY NIGHT SLAM MASTERS. Each player's functions can only be adjusted with the corresponding control pad number. Press the control pad Up or Down to choose which function to adjust, then press the control pad Left or Right to select a new button to use for the corresponding function. Here are the default settings:

ATTACK	Y
JUMP	B
PIN	A

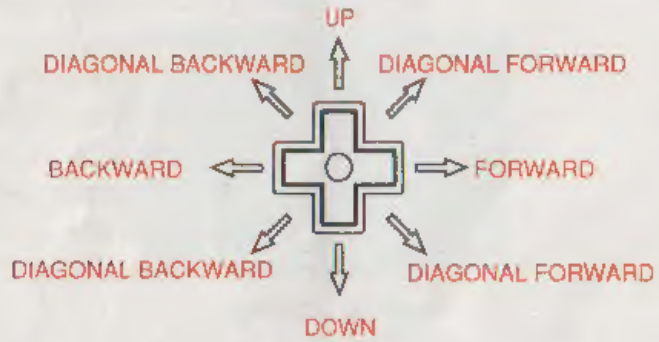
SOUND This allows you to adjust the sound on your game pak from STEREO to MONAURAL depending on the capabilities of your TV or monitor. Press Left or Right to choose either feature.

MUSIC Use this feature just to hear the music used in the game. Press Left or Right on the control pad to change the number of the theme, then press the Y button to hear the theme.

CONTROLLING YOUR SLAM MASTER

BASIC MOVEMENTS

The controls for **SATURDAY NIGHT SLAM MASTERS** use all eight directions on the Super Nintendo controller and three buttons. The diagram below shows the basic control pad positions used in the game.



Important Note: The diagram shows the control pad positions for a player facing to the right. The controls are reversed when facing to the left.

FORWARD	Used to walk forward
DIAGONAL FORWARD	Used to walk forward in a corresponding diagonal direction
UP	Used to walk toward the top of the ring
DOWN	Used to walk toward the bottom of the ring
BACKWARD	Used to walk backward
DIAGONAL BACKWARD	Used to walk backward in a corresponding diagonal direction

CONTROLLING YOUR SLAM MASTER, CONT.

OTHER MOVES

These moves are basic special moves that can be performed by all characters using the same combinations.

Default settings:

Attack by kicking or punching	Y button
Jump	B button
Run	Press forward twice

How to grab: Press control pad toward enemy and then press Attack. After the grab move quickly execute your next move.

Slams and throws: After the grab use control pad and buttons to execute throws, super slam techniques, pins, etc. Different moves are available from standing in front or back of your opponent, so try different combinations.

Shake outs and reversals: When grabbed or pinned, quickly press all three buttons and shake the control pad forward and backward rapidly. If you are out of energy, you cannot kick out of a pin!

CONTROLLING YOUR SLAM MASTER, CONT.

Pin attempts/flip face up: If opponent is lying face up, stand near him and press Pin button. To flip the opponent who is lying face down, press Pin to flip him over and then Pin him down!

Special pins/Give-up holds: After grabbing your opponent, a combination of control pad motion and the attack button will either perform a special move where the opponent is pinned or your Slam Master will perform a back-break move where the opponent will be asked to end the pain and Give-up the match. Not all Slam Masters have special pin moves and Give-up holds, so experiment with the controls to determine who has these weapons.

Send opponent running to bounce off the ropes, then attack the opponent: Grab, then press toward rope + attack button.

Climb corner posts and taunt your opponent: Press ▲ twice, then attack button.

CONTROLLING YOUR SLAM MASTER, CONT.

Enter/exit the ring (Single Match only): Stand next to the ropes and rapidly press the control pad in the direction of the ropes.

Jump out of ring: Run toward ropes, jump + attack

Bounce off ropes and attack: Run toward ropes, bounce off ropes, then press attack button.

Grab weapons: Stand above item + attack button.

Stomp or kick opponent while he's down on the mat: Distance determines how you attack opponent, so stand next to opponent's head + attack.

Jump attack a fallen opponent: Jump at fallen opponent and press the attack button.

Hair lift: To lift your fallen opponent by his hair, stand by the enemy's head and press the attack button.

OFFICIAL CWA RULES

A match is won by: Pin, Give-up hold or by Count Out.

A Count Out occurs when a Slam Master remains out of the ring for 20 seconds. A Double Count Out occurs when both Slam Masters are out of the ring for 20 seconds.

In case time runs out, player or team with more energy wins.

There is a 1-minute time extension in case of a draw in Team Battle Royal.

No Contest/Game Over.

All players can lose for the following:

- Single Match: Double Count Out or Time Up with equal energy.
- Team Battle Royal: In case of second draw after the 1-minute time extension, both Slam Masters lose.

SATURDAY NIGHT!

The wrestling world was getting stagnant. The same old match-ups, the same old results; nothing was new and fresh. The fans were getting restless. The great entertainer, CAPCOM, decided to do something to put life back into an ailing sport. CAPCOM issued a challenge to the greatest wrestlers in the world: come prove yourself as the meanest, strongest, most arrogant master ever to rock the ring. The CAPCOM Wrestling Association was born! Only 8 strong-men were crazy enough to show up that Saturday Night. And now they're here to do battle against each other in venues like Los Angeles, New York, Sydney, Tokyo and London. The fans are going to go bonkers. There's never been a more exciting date on a Saturday Night!

SINGLE MATCH MODE

Single Match refers to a match with two Slam Masters in the ring. You can play either a one-player match against the computer or a two-player match. From the Mode Select Screen, highlight Single Match. Then the character select screen will appear. Press START on controller two to play a two-player match.

Move the cursor back and forth then press START to choose your Slam Master. Each Slam Master will have a long yellow energy bar. When you hit your opponent, his energy meter will decrease. Once the energy bar is completely red, the "Pin" message may appear when your opponent hits the mat. Use the Pin button, and if your opponent cannot shake you after the ref counts to three, you win the match. The same goes for your opponent if he pins you.

When playing a one-player game, you will compete in a tournament and will be taken on a tour of the other seven venues. When you win a match, you move on to the next venue. Once you defeat all the other Slam Masters you will face the ultimate challenge; the championship matches against the mysterious CAPCOM Wrestling Association bad boys: Jumbo and Scorpion!

TEAM BATTLE ROYAL

Team Battle Royal is just what it sounds like: instead of being a one-on-one battle like the Single Match, Team Battle Royal has two teams with two Slam Masters each. After you select the Team Battle Royal from the Mode Select screen you will be asked which players will be entering the match. If you want to play a multi-player game, you must plug in a multi-player adaptor.

You can play a one-player game in Team Battle Royal, but you will have to choose your computer team-mate. You can be 1P, 2P, 3P or 4P in a one-player game depending on which control pad you use. For a two-player game, you can play a competitive or cooperative game. A cooperative game means the two players must be either 1P and 2P or 3P and 4P. A competitive two-player game will have a computer teammate on both teams.

Three player games are a bit different than any previous game depending on which three control pads are used. If 1P, 3P and 4P are used, then 1P will have a computer teammate. If 2P, 3P and 4P are used, then 2P will have a computer teammate. Should you use 1P, 2P and 3P, then 3P will have a computer teammate. A four-player game will have 1P and 2P as one team and 3P and 4P being the other.

TEAM BATTLE ROYAL, CONT.

In Team Battle Royal you also play a tournament and tour the venues when you play a one-player game or a cooperative two-player game. If you play a competitive two-player game, a three-player game or a four-player game you will play a single match. The team that wins can move on in the tournament against the next computer team, or press the START button on the control pads of the losing team to interrupt the tournament and play another single match. All the Slam Masters are ready to fight in the Team Battle Royal, so select your teams from the 10 masters.

Important Note: If you give up or are pinned during a 1 Player Battle Royal match, the match will automatically stop, a NO CONTEST notice will flash on screen end and both teams will be declared losers. This happens because it would be unfair to have the computer-controlled fighters continue the match and not allow you to participate.

THE SLAM MASTERS

Biff Slamkovich

"The Rockin' Russkie"

Height:	6 feet, 4 inches
Weight:	264 pounds
Home Town:	Kiev, Russia
Favorite Attack:	Head Rocker
Personality Profile:	Likes American Heavy Metal

Special Attack:

Sonic Fist

Rapidly press Attack button

Super Slam Technique:

Head Rocker

Grab, then ▲◄► + Attack button

THE SLAM MASTERS, CONT.

Gunloc "The Loose Cannon"

Height:	6 feet, 4 inches
Weight:	276 pounds
Home Town:	Slam Town, USA
Favorite Attack:	Sonic Fist
Personality Profile:	Rumored to be related to a famous street fighter

Special Attack:

Sonic Fist

Rapidly press Attack button

Super Slam Technique:

Gut Crush

Grab, then ▲ ◄ ► + Attack button

THE SLAM MASTERS, CONT.

The Great Oni

Height:	6 feet
Weight:	221 pounds
Home Town:	Osaka, Japan
Favorite Attack:	Neck Wrecker
Personality Profile:	Couldn't cut it in Kabuki, so he took up wrestling

Special Attack:

Cyclone Kick

Jump + Attack simultaneously

Super Slam Technique:

Neck Wrecker

Grab, rotate control pad 360 degrees, then Jump + Attack simultaneously

THE SLAM MASTERS, CONT.

Titanic Tim "The Battle Axe"

Height.	7 feet, 9 inches
Weight	432 pounds
Home Town.	London, England
Favorite Attack	Titan Breaker
Personality Profile	Mistaken for a disco reject, he hates small people

Special Attack:

Tsunami

◄▲▼◄► + Attack button

Super Slam Technique:

Titan Breaker

▲▼▲+ Attack button

THE SLAM MASTERS, CONT.

El Stingray

Height.	5 feet, 6 inches
Weight	163 pounds
Home Town.	Acapulco, Mexico
Favorite Attack	Jalapeno Comet
Personality Profile.	Ultra-macho ladies' man

Special Attack:

Jalapeno Comet

▼◄► + Attack button

Super Slam Technique:

Atomic Diver

Grab, then ►▼◄ + Attack button

THE SLAM MASTERS, CONT.

Mike Haggar

"The Uncivil Servant"

Height:	6 feet, 7 inches
Weight:	309 pounds
Home Town:	New York, USA
Favorite Attack.	Spinning Piledriver
Personality Profile.	Former mayor of Metro City, he likes to pound punks.

Special Attack:

Spinning Clothesline

Jump + Attack simultaneously

Super Slam Technique:

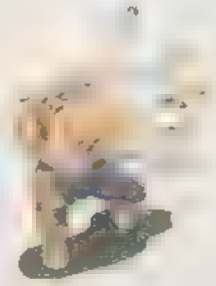
Spinning Piledriver

Grab, rotate control pad 360 degrees, then Jump + Attack simultaneously

THE SLAM MASTERS, CONT.

Alexander the Grater

Height:	6 feet, 6 inches
Weight:	359 pounds
Home Town:	Kentucky, USA
Favorite Attack:	Patty Cake Slap
Personality Profile:	Butcher by day, "grater" by night



Special Attack.

Patty Cake Slap

Rapidly press Attack button

Super Slam Technique:

Tornado Toss

Grab, then press ▲ ► ▲ + Attack

THE SLAM MASTERS, CONT.

King Rasta "Mon"

Height:	6 feet, 6 inches
Weight:	331 pounds
Home Town:	Venice Beach, CA
Favorite Attack:	Dread Lock
Personality Profile:	Freaks out if you mess with his monkey.

Special Attack:

Jungle Fever

Rapidly press Attack button

Super Slam Technique:

Dread Lock Drop

Grab, then press ▼ ▲ + Attack

THE SLAM MASTERS, CONT.

Jumbo "Flap" Jack

Height:	6 feet, 5 inches
Weight:	410 pounds
Home Town:	Hosevile, Canada
Favorite Attack:	Pancake Poison
Personality Profile:	Likes to flatten people almost as much as he likes to eat!

Special Attack:

Pancake Poison

◄ ▲ ▼ ◄ ► + Attack button

Super Slam Technique:

Pancake Toss

Grab, then press ▲ ◄ ► + Attack button

THE SLAM MASTERS, CONT.

The Scorpion

Height:	6 feet, 2 inches
Weight:	280 pounds
Home Town:	Unknown
Favorite Attack:	Slam Stand
Personality Profile:	Nothing survives the Scorpion's sting!

Special Attack:

Slam Stand

▼▲ + Attack button

Super Slam Technique:

Slam Spiral

Grab, then press ▲▼+ Attack button

FIGHTING TACTICS

Grab moves are important to be successful. You must be quick to grab your opponent especially if your opponent outweighs you.

While the heavier Slam Masters can do serious damage to opponents with their punches, kicks and grab moves, the smaller Slam Masters are quicker and can score more hits and can grab more rapidly.

Holds can be performed from either side of your opponent, but it is easier to grab from behind since your enemy's arms are not there to counterattack.

Be careful when using special attacks because if you do not connect with the attack you are very vulnerable to your enemy.

Even if you are pinned, do not give up the ship. You may still shake your opponent off. On the other hand, when you have your opponent pinned and he still has some energy to shake you off, keep pressing the Attack and Pin buttons and you may still successfully pin your enemy.

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2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, California 94086

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

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SLAM MASTER'S NOTES

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